A casino app can contain hundreds or thousands of games, and a crowded catalogue can make even a simple task —finding a particular slot mtgarena.pro or browsing live tables—feel like a maze. The solution is not necessarily more categories. It is a clearer route: start with the kind of game you want, use labels that describe what a section does, and know how to return without losing your place.

This guide explains how to navigate a casino app catalogue with less guesswork. It covers format-first navigation, the difference between search and browsing, useful filters, and a few mobile usability checks. The same principles can help whether you are exploring an app such as MrQ or comparing different casino lobbies. App layouts change, so treat these as ways to evaluate the experience rather than a description of any operator's current screens.

Start with the Game Format, Not a Promotional Category

The quickest first decision is often the format of the game. Do you want a slot, a live-dealer table, bingo, or a game that combines features from more than one format? A catalogue organized around those choices gives you a practical starting point before you narrow down by theme, provider, or title.

Format-first navigation works because it answers a basic question: "What kind of experience am I looking for?" It can also prevent a common detour: opening a section with an appealing name, scrolling through unfamiliar games, and discovering that the section does not contain the format you wanted.

Route What it should help you find Useful label examples Slots Slot games, which may be sorted or filtered further by provider, theme, or features Slots, New Slots, Slot Providers Live casino Games hosted by live dealers, such as live table games Live Casino, Live Blackjack, Live Roulette Bingo Bingo rooms or bingo-style games Bingo, Bingo Rooms, Bingo Games Hybrids or other formats Games combining familiar casino elements with a different presentation or play structure Game Shows, Crash Games, Hybrid Games

These examples are not a universal classification system. Operators may group games differently, and a game's presentation does not always tell you exactly how it works. The important point is that the first-level routes should distinguish formats clearly. If "Live" and "Slots" sit alongside each other as obvious choices, you can make a useful decision before you start browsing individual titles.



Choose Categories That Explain a Function, Not a Mood

Category labels should tell you what you will find or what the category does. “Live Roulette” is descriptive. “By the Fireplace” is mood-based: it may suggest a feeling or theme, but it does not tell you whether the games are slots, live tables, or something else.

Mood-based names can work as optional collections, especially when they sit beneath clear format routes. They are less helpful when they replace descriptive navigation. If a category called “Hot Picks” or “Feel-Good Games” appears, ask what it contains: new releases, popular games, selected promotions, or a mix? If the answer is unclear, the label is making you interpret the lobby instead of guiding you through it.

Useful category names tend to answer at least one of these questions:

- **What format is this?** Examples include slots, bingo, or live blackjack.
- **What is the selection based on?** Examples include a named provider, release date, or game feature.
- **What happens when I select it?** It could open a filtered list, a curated collection, or a separate game area.

Labels such as “Popular,” “Featured,” or “Recommended” can still be useful, but they describe a selection process rather than a game type. A clear lobby makes that distinction visible. It should not require you to guess whether “Popular” is a filter, an editorial collection, or a shortcut to the operator’s promoted games.

Search vs. Browsing: Use the Right Route for the Job

Search and browsing solve different problems. Search is most useful when you already have a clue: a game title, a provider name, or a specific phrase. Browsing is better when you know the format you want but have not decided which game to choose.

Use search when you know what to look for

If you remember a title, typing it is usually faster than scrolling through a long catalogue. Search can also help when you know only part of the name or want to find games from a particular provider. A good search experience gives you clear results, makes it easy to correct a spelling mistake, and indicates when there are no matches.

Search may be less effective when titles are similar, when a series has several entries, or when the search box only matches exact wording. If results look alike, check the full title and any visible series or edition information before opening one. Thumbnails that crop the title can make related games difficult to distinguish, so the text label matters.

Browse when you are exploring

Browsing works well when your preference is broad, such as “show me live games” or “I want to explore slots with an adventure theme.” Start with the format, then narrow the results with a filter. This reduces the number of unrelated games you need to scan.

A useful rule is:

- Know the title or provider? Try search.
- Know the format but not the title? Browse that format.
- Know a theme or feature? Browse first, then apply a relevant filter.
- Not sure what a category means? Open its description, if available, before scrolling through it.

Neither route should trap you. After opening a result and returning to the list, look for clear routes back to the same section. The list should ideally retain your search term, filters, and scroll position. If every return sends you to the top of the lobby, browsing becomes a repetitive task rather than a useful way to explore.

Filters Are Different Tools, Not Interchangeable Labels

Filters narrow a list according to specific properties. Provider, theme, and game type may all appear as filter options, but they answer different questions. Knowing the distinction makes the catalogue easier to use—and helps you avoid expecting one filter to do another filter's job.

Filter Question it answers Example Provider Who made or supplied the game? Show titles from a selected game studio Theme What subject or visual setting does the game use? Show games with an adventure, nature, or mythology theme Game type What format or kind of game is it? Show slots, roulette, bingo, or another defined type

A provider filter will not necessarily find every game with a particular theme. A theme filter will not tell you who produced the game. And "game type" can mean different things between operators, so the app should explain its options rather than rely on assumptions.



Pay attention to how multiple filters behave together. Selecting a provider and a theme might show games matching both choices, or it might show games matching either one. A clear interface communicates which rule it uses and makes selected filters visible. It should also offer an easy way to remove one filter without clearing the entire setup.

Count the Taps and Screens in Your Route

When reviewing a catalogue, count the steps it takes to reach a useful list. For example, a straightforward route might be: tap "Slots," tap "Theme," select a theme, and scan the results. That is three taps after arriving at the catalogue, with the result on one list screen. A route that sends you through a promotion page, a subcategory, and a separate filter screen may take more steps without making the choice clearer.

There is no magic number of taps that makes every app easy to use. A detail screen can be worthwhile if it explains a game clearly. The practical question is whether each tap has a predictable purpose. If a control opens a new

screen, the screen should make its purpose and way back obvious.

Pay particular attention to what happens when you use the back control. A back action should take you to the previous useful point—not unexpectedly reset the catalogue, erase your search, or return you to the top of a long list. Clear routes back and consistent controls help users recover from a wrong turn without starting again.

Save Browsing State and Make Controls Consistent

“Browsing state” means the choices and position you have established while exploring: the selected format, search text, filters, sorting option, and scroll location. An app that can save browsing state makes it easier to compare results or inspect a title and then continue where you left off.

Consistency matters too. If the back arrow is in one place on a results screen, it should not disappear or change meaning on the next screen. Search, filters, and sorting should be identifiable in a predictable way. Icons without labels can save space, but they create extra work if users must guess what a funnel, star, or three-dot symbol does. Labels or short accessible names make those controls easier to understand.

When testing a route, try this small sequence:

1. Open a format category and apply one filter.
2. Open a game card, then return to the results.
3. Check whether your filter and scroll position remain in place.
4. Change one filter and look for a simple way to clear it.
5. Use the app’s back control and confirm where it takes you.

This is only a usability check, not a promise that every app will retain every choice. If the list resets, note exactly what was lost. That makes it easier to decide whether search, a different route, or a more direct category is the better option for that task.

Check Readability, Screen Size, and Orientation

A catalogue can have sensible categories and still be difficult to use if the text is too small or controls are crowded. The UK government’s accessibility guidance at accessibility.blog.gov.uk offers useful context for thinking about accessible digital services. For a casino app, the everyday checks are practical: can you read category names, distinguish buttons, and understand feedback without relying on color alone?

Try the catalogue at your usual text size and, if you use them, with device text enlargement or other accessibility settings enabled. Check whether labels wrap cleanly, whether buttons remain usable, and whether a larger text setting hides important controls. Also try portrait and landscape orientation if the app supports both. On a small screen, a layout change can move navigation, truncate a title, or make a filter panel awkward to reach.

Keep this short checklist in mind:

- **Text size:** Are category names and game titles readable without zooming?
- **Orientation:** Does changing the screen direction preserve your place and keep controls visible?
- **Labels:** Do icons have text or accessible names that explain their function?
- **Titles:** Are full game names visible, especially for entries in the same series?
- **Feedback:** Can you tell which filters are selected and whether a search produced results?

A Simple Route for Your Next Visit

If the catalogue feels overwhelming, use this sequence rather than opening categories at random:

1. **Choose a format:** slots, live casino, bingo, or another clearly described type.
2. **Decide whether to search or browse:** search for a known title or provider; browse when you want to explore.
3. **Apply the right filter:** use provider for who made a game, theme for its subject, and game type for its format.
4. **Check the label:** if a category sounds like a mood or promotion, find out what it contains before relying on it.
5. **Open and return:** test whether the app preserves your choices and gives you clear routes back.

The goal is not to memorize the whole catalogue. It is to find a dependable path through it. Format-first navigation, descriptive labels, useful filters, and consistent controls make that path easier to understand. Add readable text, sensible orientation behavior, and the ability to save browsing state, and a large lobby becomes a set of manageable choices rather than a scroll with no obvious end.